I CLAIM:

235   1.   A method of playing a dice game using a pair of dice and involving at least one player, the method comprising the steps of:

receiving from said players, a plurality of wagers placed in a primary wagering area that one of two events will occur;

establishing a shooter of the dice based upon a random selection of all wagering players

240   who wagered in said primary wagering area;

receiving an optional second and third wager placed in a respective second and a third wagering area that a plurality of events will occur, wherein the second and third wagers placed by the shooter are dependent upon him placing a wager in the primary wagering area;

rolling the pair of dice by the shooter;

245   resolving the primary, secondary and third wagers based on the sum total of the roll of the dice.

2.   The method of Claim 1, further including the step of clearing all wagers in the primary, second, and third wagering areas when the sum total of said rolled dice is a seven.

3.   The method of Claim 1, wherein the primary wagering area represents a wager that an

250   indicia on each of the rolled dice will result with a sum total that is one of under seven and over seven.

4.   The method of Claim 1, wherein the second wagering area represents a wager that an indicia on each of the rolled dice will result with a sum total that is one of a three and an eleven.

5.   The method of Claim 1, wherein the third wagering area represents a wager that the

255   rolled dice will each result with a same indicia, thereby producing a doubles of that combination.

6.   The method of Claim 2, further including the step of receiving from said players a plurality of successive wagers that are placed in the primary wagering area and that a successive shooter is randomly selected.

7.   The method of Claim 6, wherein when the sum total of the dice is seven, all wagers are
260   lost and wherein a new shooter is selected.

8.   The method of Claim 3, wherein when the sum total of the dice is under seven, all players that wagered accordingly will be paid a like amount as their respective wager and all players that wagered differently will lose their respective wagers, and wherein the shooter is retained as long as he wagered accordingly.

265   9.   The method of Claim 3, wherein when the sum total of the dice is over seven, all players that wagered accordingly will be paid a like amount as their respective wager and all players that wagered differently will lose their respective wagers, and wherein the shooter is retained as long as he wagered accordingly.

10.   The method of Claim 4, wherein when the sum total of the dice is one of a three and an
270   eleven, all players that wagered accordingly will be paid a return that is 10 times the amount of any wager placed within the second wagering area.

11.   The method of Claim 5, wherein when the sum total of the dice is a double of each indicia on the dice, all players that wagered accordingly will be paid a return that is 25 times the amount of any wager placed within the third wagering area.

275   12.   The method of Claim 6, wherein a next shooter of the dice is the first player who placed a wager in the primary wagering area and who is located immediately clockwise to the previous shooter.

13.   A dice game, comprising:

13

a playing surface;

280 two dice, each of said dice having six surfaces with indicia thereon uniquely identifying

each of the faces;

a primary wagering area on said playing surface comprising two betting lines, wherein

said first betting line is an Under Seven line and said second betting line is an Over Seven line,

wherein said primary wagering area further includes a Seven-You Lose non-betting line;

285 a secondary wagering area on said playing surface comprising a pair of betting lines,

wherein said first betting line represents indicia on said dice totaling a three and said second

betting line represents indicia on said dice totaling an eleven; and

a third wagering area on said playing surface comprising six betting lines, wherein each

respective line represents identical indicia on said dice.

290 14. The dice game of Claim 12, further comprising a visual display area that represents the

sum total of the dice after each roll thereof.

15. An apparatus configured for playing a game using a pair of dice, the apparatus

comprising:

a display means;

295 a player interfacing means for receiving player input; and

processing means configured to effect game play, the processor means enabling:

(a) receiving a wager in a primary wagering area that one of two events will occur;

(b) establishing a shooter based on a wager being received in the primary wagering area;

(c) receiving an optional second and third wagers that a plurality of events will occur,

300 wherein the second and third wagers are conditioned on the shooter placing a wager

in the primary wagering area;

14

(d) rolling the dice; and

(e) resolving all wagers based upon the sum total of the roll of the dice.